NES—JQ—USA

Instruction Manual

John Elway's

QUARTERBACK™

TRADEWEST

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Nintendo for play on the

Nintendo
ENTERTAINMENT
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Thank you for purchasing Tradewest's John Elway's QUARTERBACK for your Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

Precautions

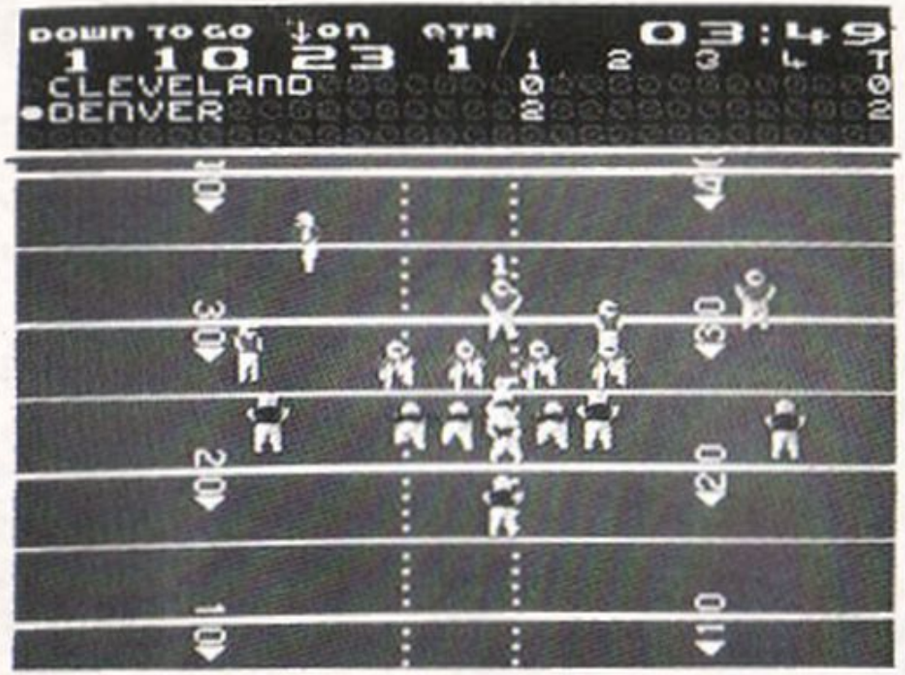
1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

Contents

John Elway's QUARTERBACK ____ 4
Controlling the Action ____ 5
Play Selection Screen ____ 6
A Action Button ____ 7
B Throw Button ____ 8

John Elway's QUARTERBACK™

LINE-OF-SCRIMMAGE REALISM THAT PUTS YOU IN THE MIDDLE OF THE GAME!



John Elway's QUARTERBACK is the home video game you've been waiting for. So real you can see the game like a quarterback does, from the line of scrimmage. You call the plays, you throw the passes, run the ball, and make the tackles.

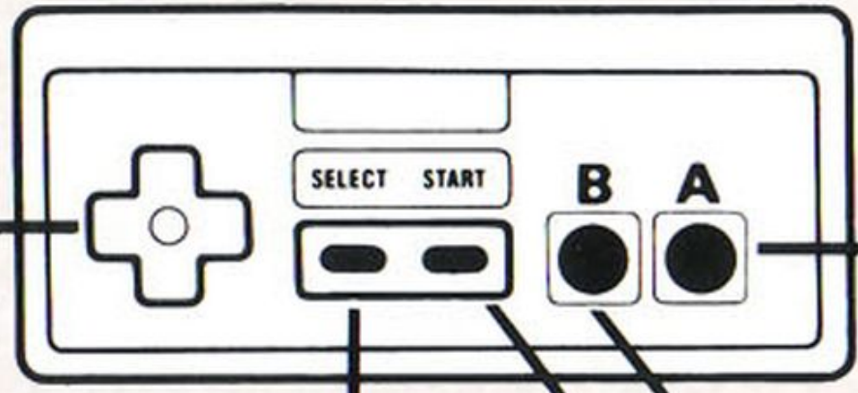
It's third down and a long four yards to the first down that will stop the clock. No time-outs left. The weak side linebacker is lined up inside his defensive end. They're coming! You check-off the play at the line of scrimmage and call for a quick pass to the tight end. He breaks it for a T.D.!

Named for the quarterback who twice won the AFC Player of the Year Award, this is the game made for every kid or grownup kid who ever wanted to play the game as well as John Elway.

"I hope you enjoy playing my QUARTERBACK game as much as I do."

–John Elway

Controlling the Action



Control Pad
Controls direction of Quarterback in 1 player mode, Quarterback and Middle Linebacker in 2 player mode.

Controls cursor during passing and kicking plays.

Used for selecting team names, register names with **A** or **B** button.

Used to select plays. (See page 6)

Select Button
Not used.

Start Button
Press **START** on player 1 controller for the blue team.

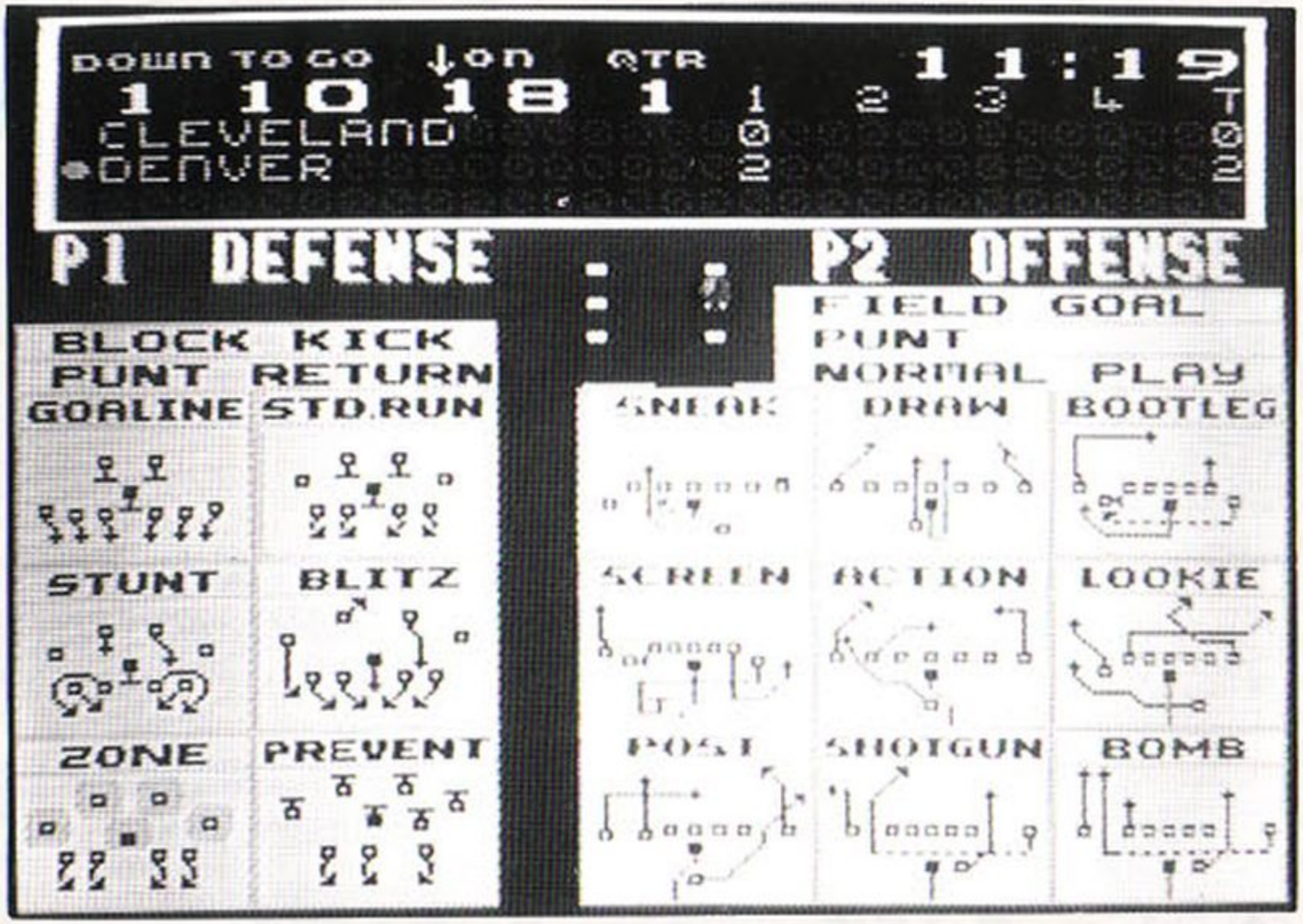
Press **START** on player 2 controller for red team.

A Button
Action Button

B Button
Throw Button

Pressing any key during the Quarterback logo will cause the scene to change to the locker room where you will select teams.

Play Selection Screen

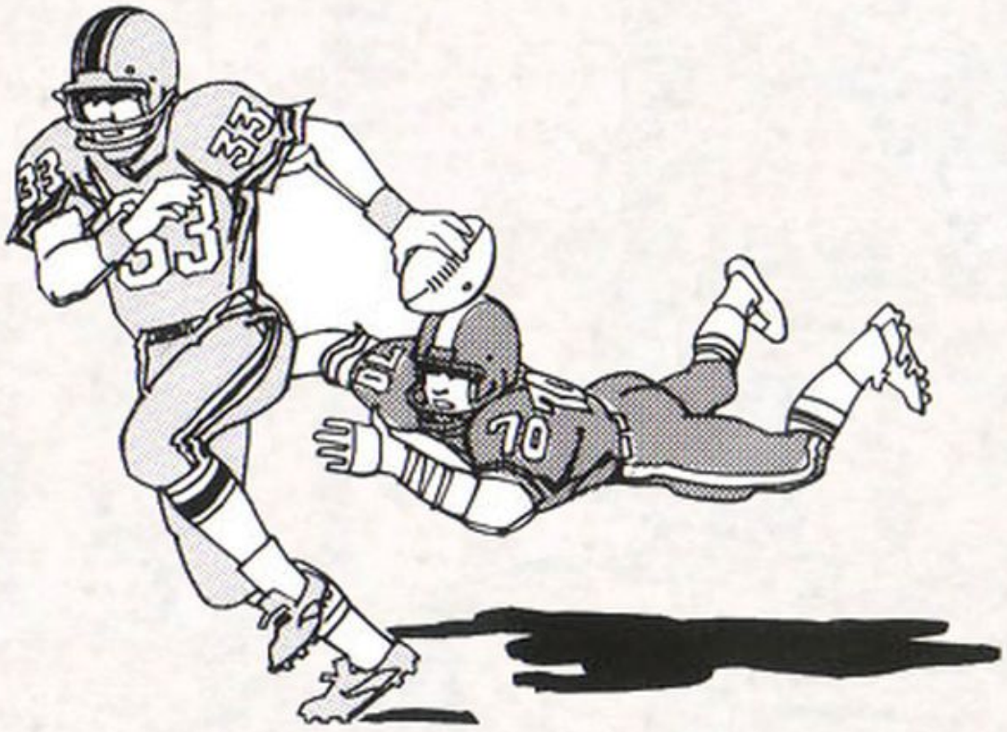


- Use control pad to select desired defense.
- Register your choice with **A** or **B** button.
- Game action will begin when 1 player registers an offensive play in a one player game or when both players register their choices in a two player game.

Ⓐ Action Button

When player is stationary he jumps vertically. Can be used to intercept passes.

When player is running he dives in the direction of his motion. Can be used for lunging tackles.



Ⓑ Throw Button

Press to aim your pass. Direct cursor with control pad.

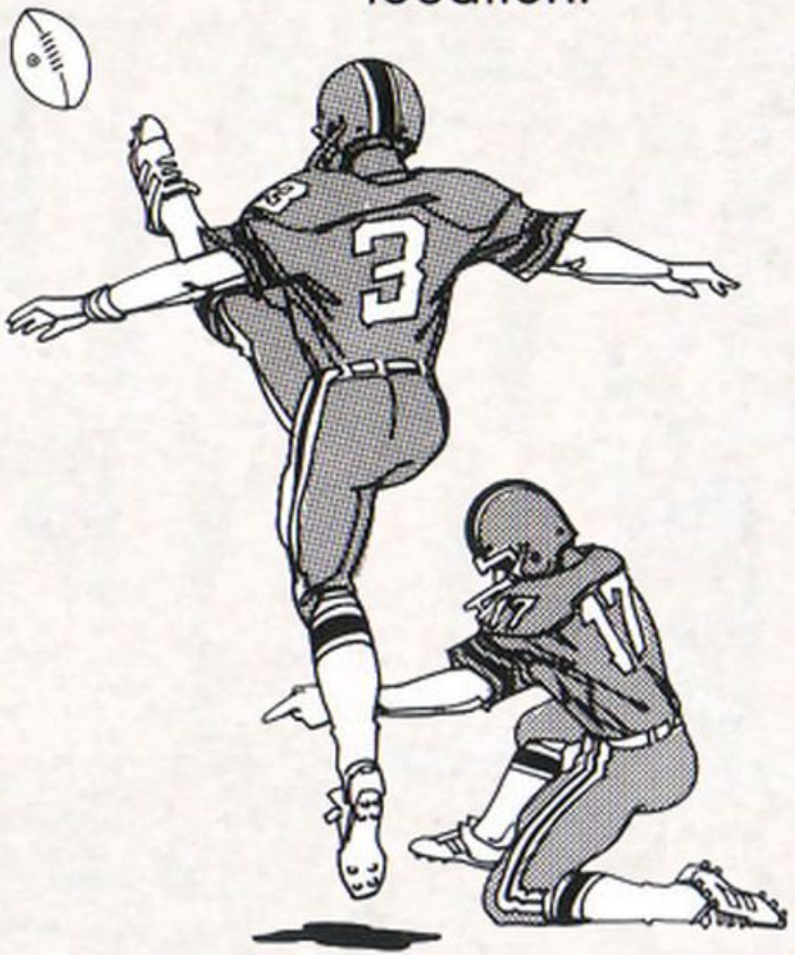
Cursor

When you press the **B** button on offense the **Control Pad** will activate the cursor and not the movement of the quarterback.

Release to throw. Ball will follow direction and location selected with cursor.

Kickoff, Punts, Field Goal and Point after Touchdown

Push **B** Button. Direct cursor with control pad for ball direction. Kick will follow cursor location.



Tips for play

- Quarterback does not have to run the play selected. Example: If you have called for BOMB and the defense is in PREVENT, you can choose to run a quarterback draw which will probably net 5–10 yards.
- You can pass at any time during a play as long as the quarterback remains behind the line of scrimmage by pressing the **B** button.
- On defense, if your middle linebacker is too far from the ball carrier to make the tackle, you can change your control to the closest defensive player to the ball by pressing the **B** button.
- When playing a 1 player game you can use either controller. (1 for blue team and 2 for red team.)
- Once the game is started it continues without interruption until the game ends.
- BLOCK KICK defense can only be used against punts or field goal attempts.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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